

**ABSTRACT OF THE DISCLOSURE**

The present invention is generally directed to a system and method for communicating video across one or more computer networks. Broadly, the system

5 comprises a frame buffer memory for storing and maintaining a previous frame of graphics information, a temporary memory configured to store at least a portion of a current frame of graphics information, comparison logic for comparing a portion of the current frame of graphics information with a corresponding portion of the previous frame, and transmission logic for transmitting the portion of the current frame to a destination

10 computer, if the comparison logic determines that the portion of the current frame of graphics information differs from the corresponding portion of the previous frame by more than a predetermined measure. Similarly, a method is provided that stores a frame of graphics information obtained from a video signal, receives at least a portion of a current frame of graphics information, compares a portion of the current frame of

15 graphics information with a corresponding portion of the stored frame of graphics information. Then, if the compared portion of the current frame of graphics information differs by at least a predetermined amount from the corresponding portion of the stored graphics information, the method transmits the compared portion of the current frame of graphics information to a destination computer and overwrites the corresponding portion

20 of the stored graphics information with the compared portion of the current frame of graphics information.